WHAT IS CLAIMED IS:

1   1. A method of facilitating game play at a game controller, comprising:

2   receiving from a player a fee to play a game of skill;

3   receiving a player input parameter from a remote player device via a
4   communication network;

5   determining a game result based on the player input parameter and the
6   game of skill, wherein the game of skill inhibits performance of an automated
7   game playing device by determining the game result in part based on a value that is
8   not transmitted to the remote player device; and

9   providing a prize to the player based on the game result.

1   2. The method of claim 1, wherein the remote player device comprises at
2   least one of: (i) a personal computer, (ii) a portable computing device, (iii) a
3   personal digital assistant, (iv) a telephone, (v) a wireless telephone, (vi) a game
4   terminal, (vii) an interactive television device, and (viii) a kiosk.

1   3. The method of claim 1, wherein the communication network comprises
2   at least one of: (i) the Internet, (ii) a public network, (iii) a public switched
3   telephone network, (iv) a proprietary network, (v) a cable television network, (vi) a
4   wireless network, and (vii) a local area network.

1   4. The method of claim 1, wherein the fee is received from the player via a
2   payment identifier.

1   5. The method of claim 4, wherein the payment identifier is associated
2   with at least one of: (i) a credit card account, (ii) a debit card account, (iii) a bank
3   account, and (iv) a digital payment protocol.

1   6. The method of claim 1, wherein the prize comprises payment of at least
2   one of: (i) a monetary amount, and (ii) an alternate currency.

1   7. The method of claim 1, wherein the game of skill comprises a game
2   associated with a physics simulation, and the value comprises a randomly
3   generated value associated with the physics simulation.

1   8. The method of claim 7, wherein the player input parameter and the
2   randomly generated value are input into the physics simulation to determine the
3   game result.

1   9. The method of claim 8, wherein the physics simulation comprises at
2   least one of:

3   a golf simulation;

4   a golf putting simulation;

5   an archery simulation;

6   a moving water simulation;

7   a racing simulation;

8   a fishing simulation;

9   a baseball simulation;

10   a basketball simulation;

11   a football simulation;

12   a soccer simulation;

13   a hockey simulation;

14   a bowling simulation;

15   a billiards simulation;

16   a throwing simulation;

17   a ring-toss simulation;

18   a shooting simulation; and

19   a space simulation.

1   10. A game controller, comprising:

2   a processor; and

3   a storage device in communication with said processor and storing
4   instructions adapted to be executed by said processor to:

5   receive from a player a fee to play a game of skill;

6   receive a player input parameter from a remote player device via a
7   communication network;

8   determine a game result based on the player input parameter and the
9   game of skill, wherein the game of skill inhibits performance of an
10   automated game playing device by determining the game result in part
11   based on a value that is not transmitted to the remote player device; and

12   provide a prize to the player based on the game result.

1   11. The game controller of claim 10, wherein said storage device further

2   stores at least one of: (i) a player database, (ii) a game play database, and (iii) a

3   game database.

1   12. The game controller of claim 10, further comprising:

2   a communication device coupled to said processor and adapted to

3   communicate with at least one of: (i) a player device, and (ii) a payment device.

1   13. A medium storing instructions adapted to be executed by a processor to

2   perform a method of facilitating game play at a game controller, said method

3   comprising:

4   receiving from a player a fee to play a game of skill;

5   receiving a player input parameter from a remote player device via a

6   communication network;

7   determining a game result based on the player input parameter and the

8   game of skill, wherein the game of skill inhibits performance of an automated

9   game playing device by determining the game result in part based on a value that is

10   not transmitted to the remote player device; and

11   providing a prize to the player based on the game result.

1   14. A computer-implemented method of facilitating game play at a game

2   controller, comprising:

3   receiving from a player a fee to play a game of skill associated with a

4   physics simulation;

5   determining a value associated with the physics simulation without

6   communicating the value to a remote player device;

7   receiving a player input parameter from the remote player device via a

8   communication network;

9   determining a game result based on (i) the received player input parameter

10   and (ii) the value associated with the physics simulation; and

11   providing a prize to the player based on the game result.